A Treasure Hunt based on Technology and Marvel’s Cinematic Universe. A test of your aptitude as well as your fandom for MCU. Only the worthy will win!

**THEME**

The Space Stone. The power to bend space at your will, enter any dimension, transport yourself to worlds apart. Unlimited power at your hands. But like they say, it is too much power for any individual. The Space Stone is missing and as Agents of Shield, you are tasked with helping Captain Marvel to find the stone.

However, it is not easy, and there are 4 challenges you must conquer to save the universe from evil. The challenges, each tougher than the previous, would be your ultimate test as Agents of Shield. Buckle up, agent. The fate of the universe now rests in your capable hands.
RULES

- Each team will have only 2 players.
- Each team can register only once.
- Players are not allowed to bring any media devices such as pen drives, CD, DVD etc.
- Any violation of rules will lead to disqualification.
- Apart from these rules, additional rules will be disclosed on the spot.
- All other details and further explanation about the event will be disclosed on the spot.
- Usage of mobile phones during the event is not allowed. (Unless specified for certain tasks)
- Coding rounds will be in C and C++ programming languages.
- Exact tasks to be performed will be announced on the spot. Points will be awarded based on the tasks and challenges.
- Cheating is a sin! At least, Stan Lee thinks so. Teams caught cheating will be disqualified.
- Organizers reserve the right to alter the rules or gameplay without prior notice.
ROUND 1

Captain Marvel has travelled from across the universe to VJTI! She needs the agents of shields help to find the Space Stone, but she has doubts that you might be a Skrull. So, Captain Marvel asks you to answer a series of questions to find out if you are a Skrull or not. Can you win her trust?

The team will be required to solve a given set of MCQs in the specified amount of time.

The questions will be based on Marvel, aptitude, C and C++ programming and general direction sense.

ROUND 2

Talos, the Skrull Commander has approached Captain Marvel and explained that Skrulls are just refugees looking for a new home, and they need help to ensure the captured Skrulls escape from their ship. But the ship’s hatches have been locked! Help Captain Marvel, to decode the password of the ship’s 8 hatches holding skrulls prisoners while she tries to keep the kree at bay.

The team will be required to decode the password to a local Wi-Fi network based on clues given to them.
ROUND 3

Now that we have transported the Skrulls to a safe place, we need 8 of the brightest minds across the universe for finding the Space Stone. You have to find a trail of the Space Stone by finding a person who has had the Space Stone at some point in time.

This round will have 5 clues for each team. After solving the clues, the contestants will get the name of their character (each team will have a distinct, unique character) who has possessed the Space Stone at some point of time.

ROUND 4

The space stone is known to be with Loki after he escaped with it during the time heist. You are assigned with the task of finding him and retrieving the space stone.

The first clue will be given which will be a 2 part clue and each member has to go to the location decoded by their clue. Each team has different clues leading to the same code on different locations of the campus. After reaching the location, one member will get a program that has to be written, so that the encoded message that the other teammate has received, can be decoded. This decoded message will lead you to Loki who will ask you a riddle whose answer will be within your clues and needs to be answered, so the contestant can receive the space stone from Loki.

Event Heads:
Shubham Shirpurkar: 9049231023
Karthik Koppaka: 7045534663